

FIG.1

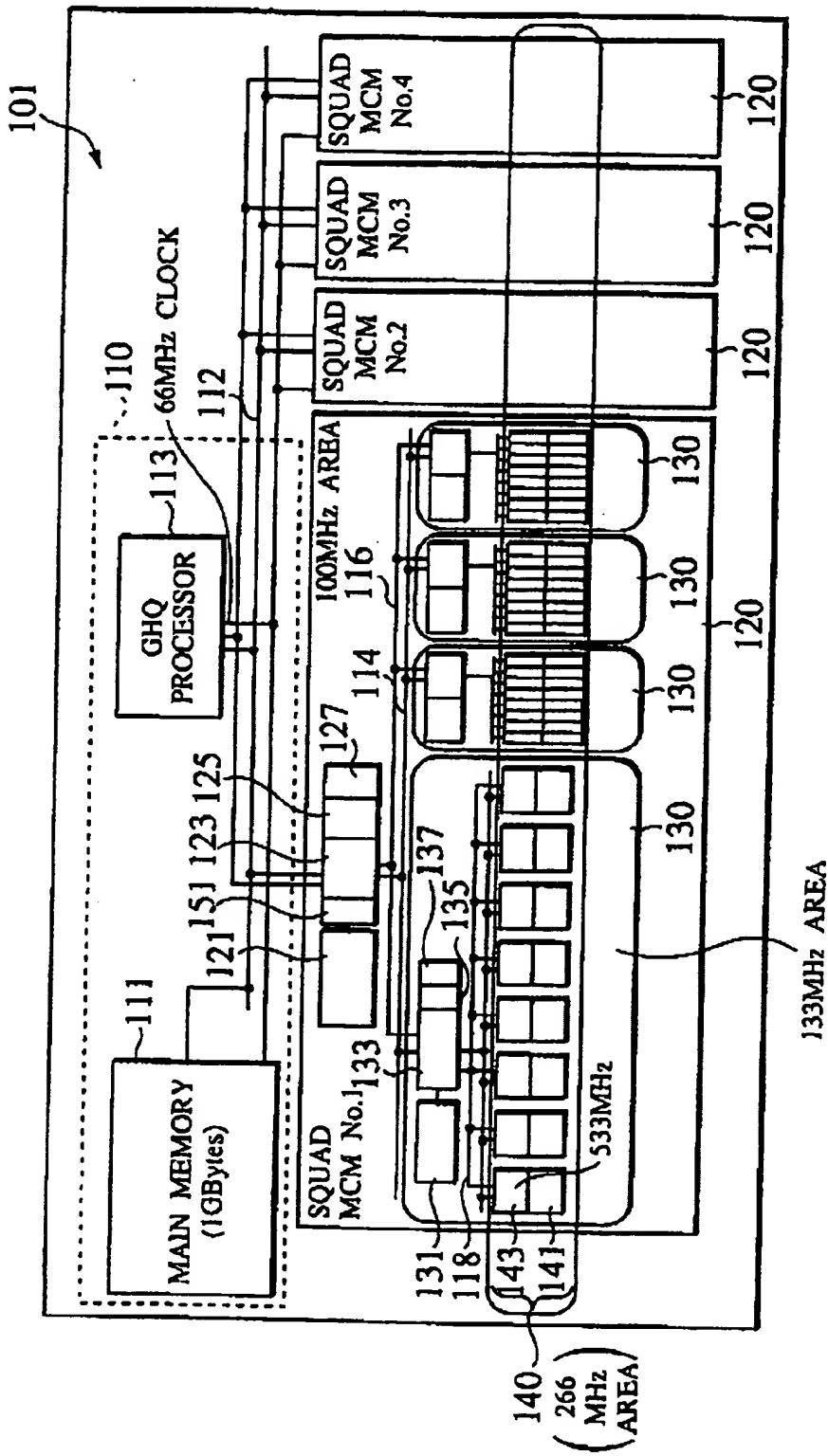


FIG.2

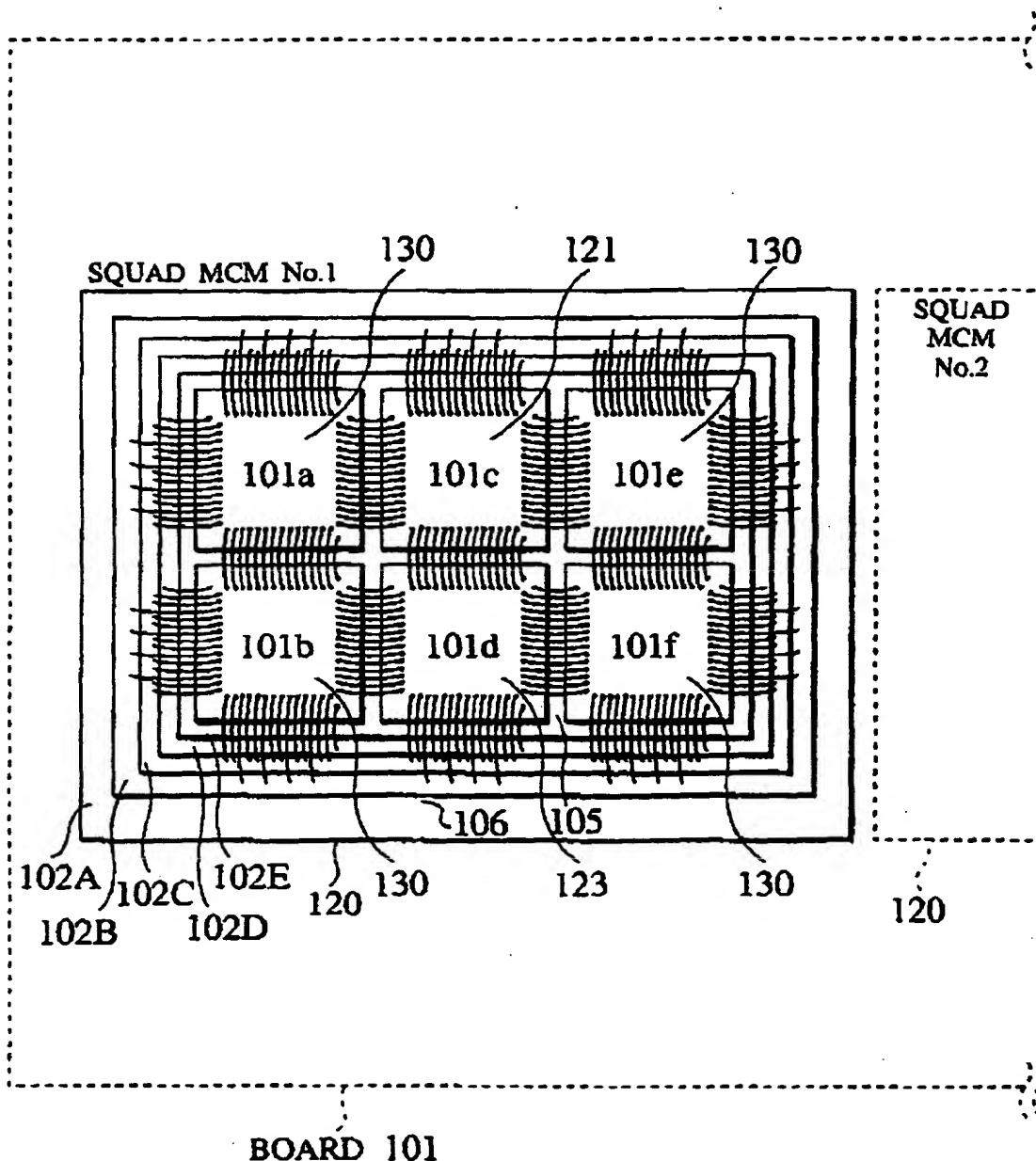
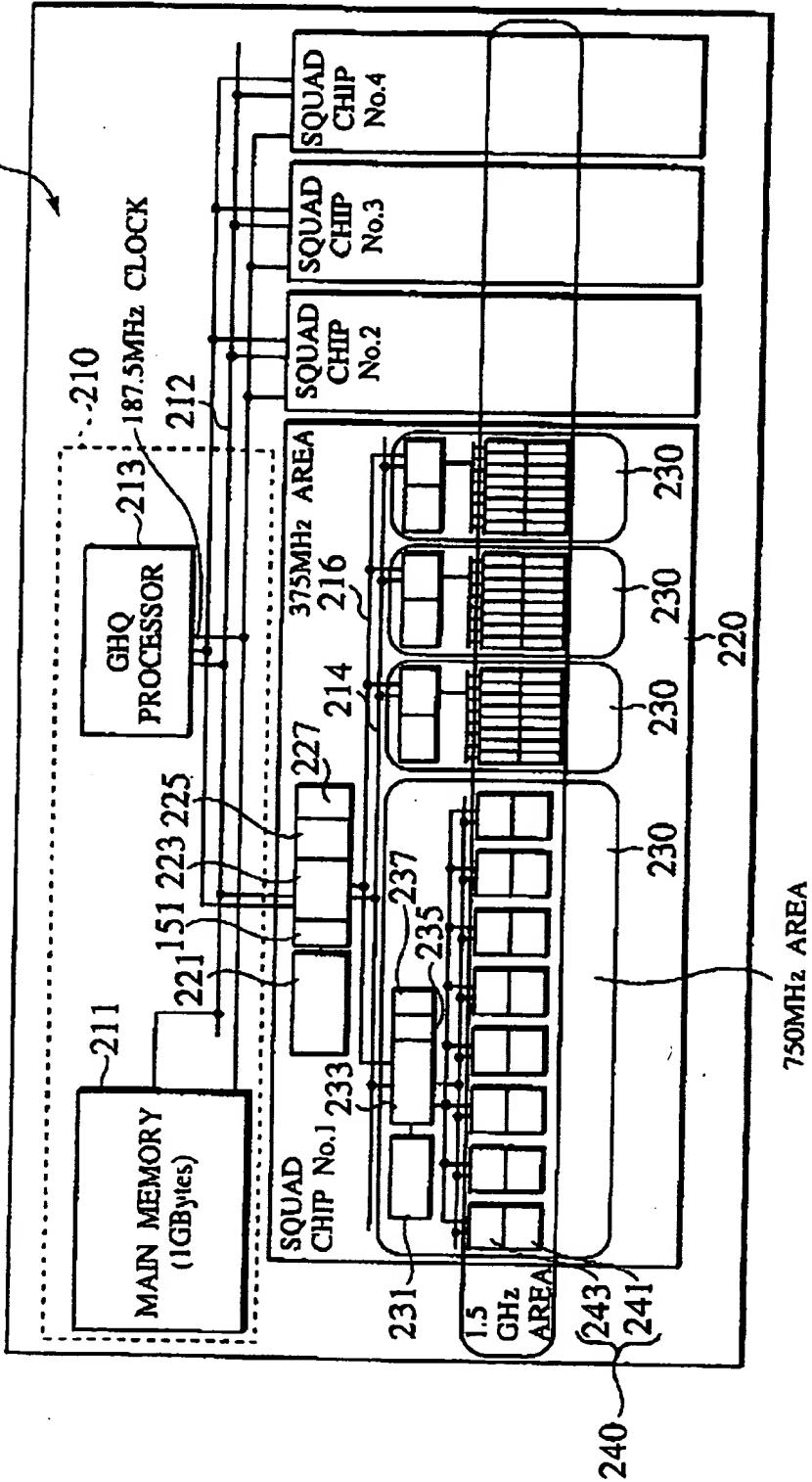


FIG.3

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FIG.4

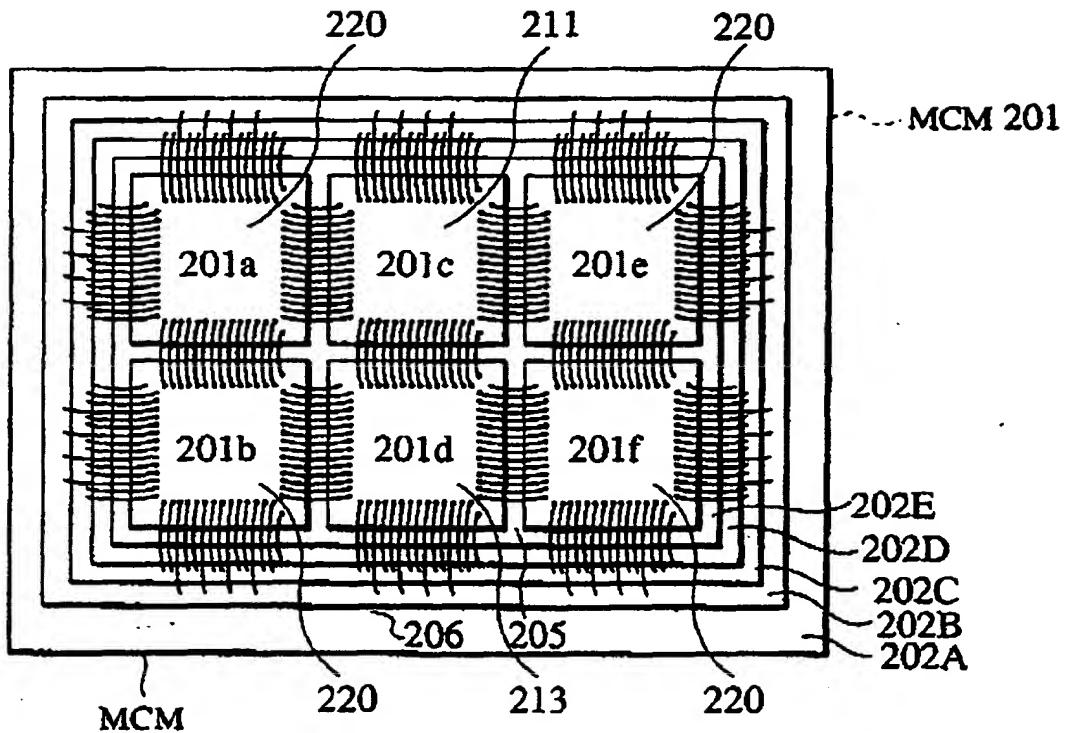


FIG.5

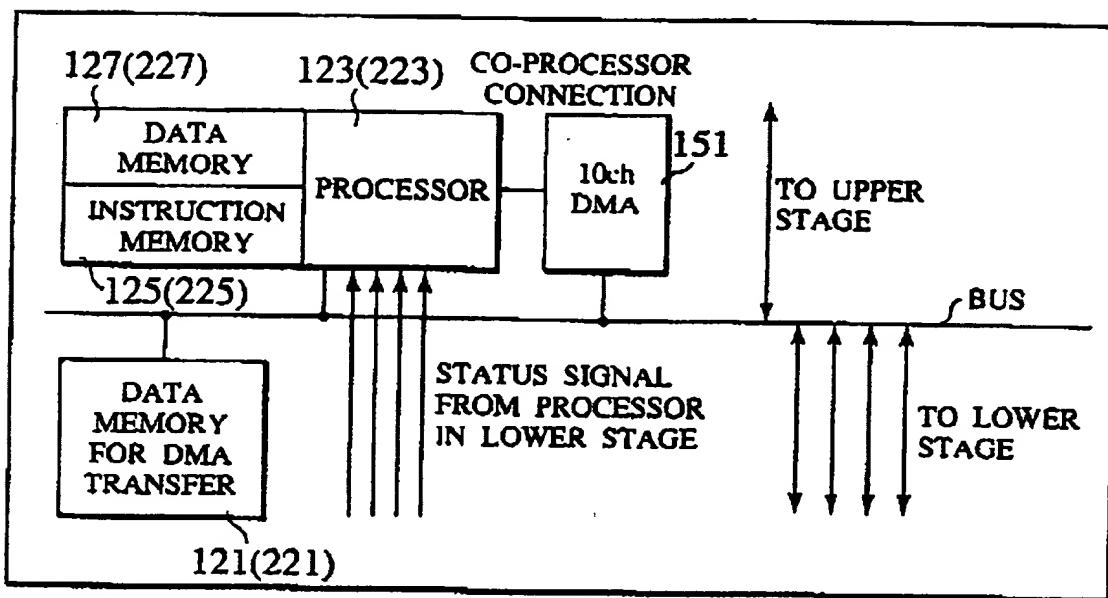
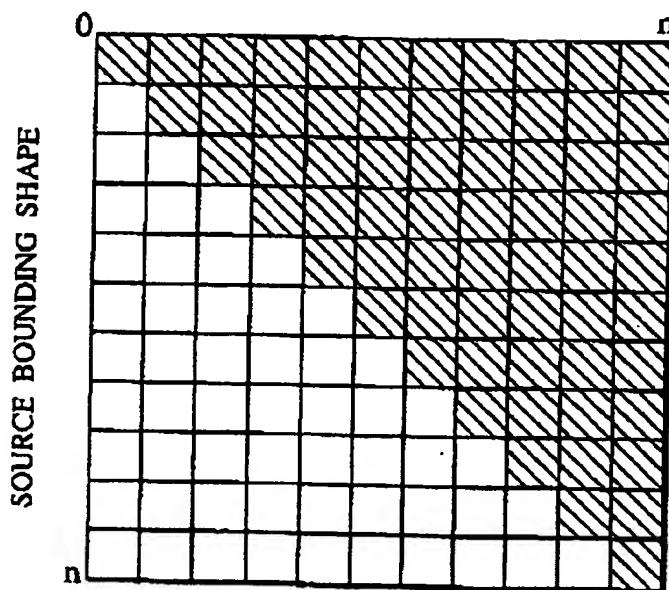


FIG.6

TARGET BOUNDING SHAPE

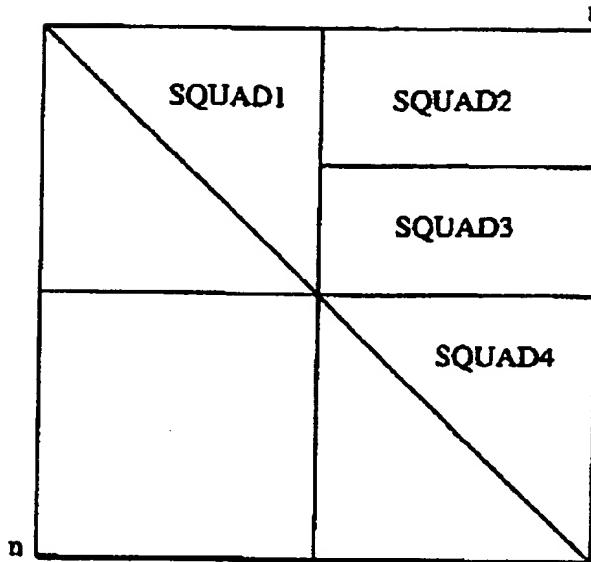


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## FIG.7

### TARGET BOUNDING SHAPE

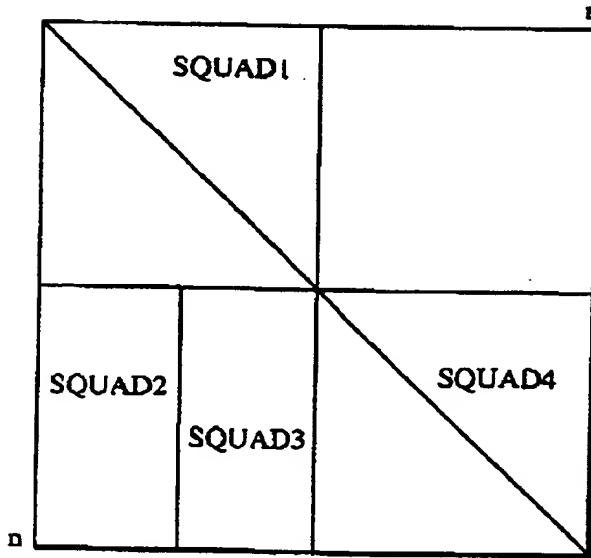
SOURCE BOUNDING SHAPE



## FIG.8

### TARGET BOUNDING SHAPE

SOURCE BOUNDING SHAPE



## FIG.9

|  | COLLISION DECISION<br>(PRIOR ART)                             | COLLISION DECISION<br>(PRESENT INVENTION)                     |
|--|---|---|
| TOTAL PERFORMANCE                        | COLLISION DECISION<br>IN 69.8G times/sec<br>50,000 b.s./frame | COLLISION DECISION<br>IN 69.8G times/sec<br>50,000 b.s./frame |
| REQUIREMENT FOR MAIN MEMORY SIZE         | 1.6MBytes   | 1.6MBytes   |
| REQUIREMENT FOR SQUAD MEMORY SIZE        | 1.6MBytes   | 1.6MBytes   |
| REQUIREMENT FOR FLIGHT MEMORY SIZE       | 0Byte   | 580KBytes   |
| REQUIREMENT FOR FIGHTER MEMORY SIZE      | 0Byte   | 32KBytes  |
| REQUIREMENT FOR BAND WIDTH OF SQUAD BUS  | 560GBytes/sec   | 139.2MBytes/sec   |
| REQUIREMENT FOR BAND WIDTH OF FLIGHT BUS | 140GBytes/sec   | 1GBytes/sec   |

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FIG.10A

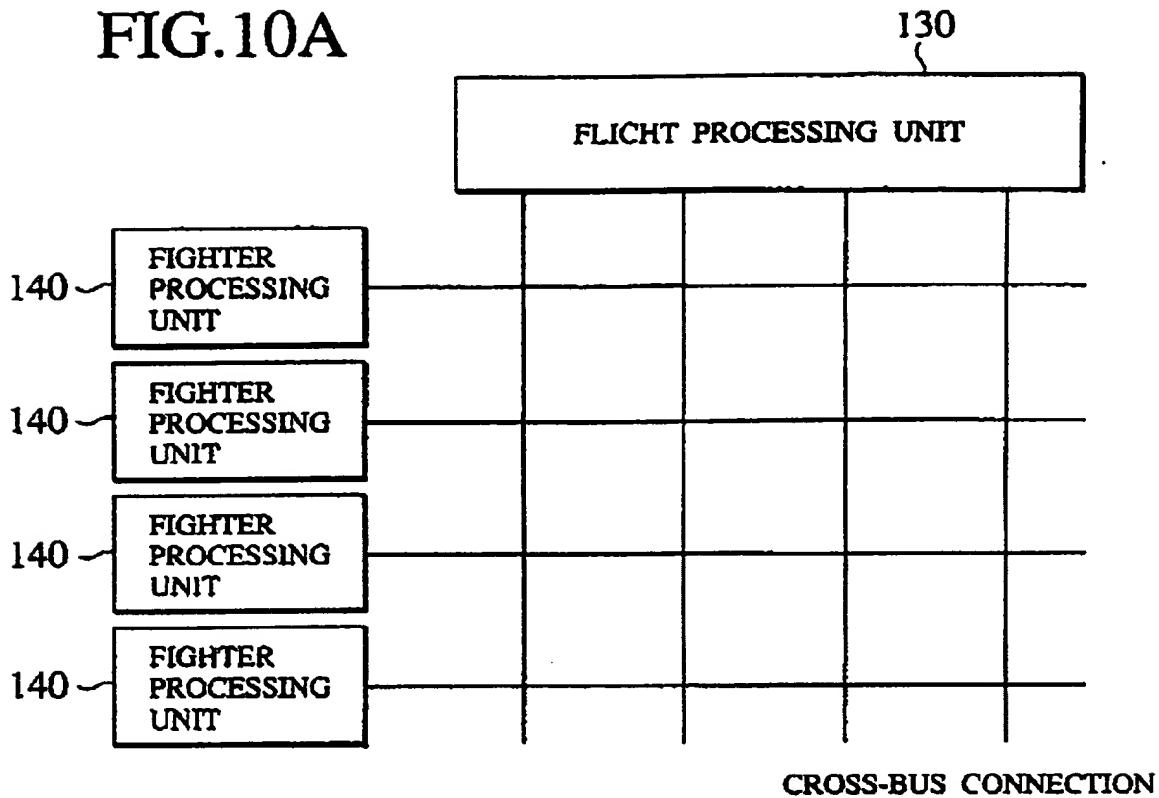


FIG.10B

